

# Parent Information - Maths Facts Booklet

## EYFS

Each year group has an individual maths booklet and is stuck in the back of Reading Records. The Maths Planet Booklets are pitched in line with year group expectations. They are designed to support parents to reinforce this learning outside school. The children need to be very secure in their knowledge and ability to recall (quickly) in order to 'achieve' each objective.

Teachers will indicate in the Maths Planet Booklet which facts need to be practised at home. Children need to show that the learning has been embedded. Once you feel your child is confident with the fact put a date in the 'Home' column. The dates in the 'Home' column must be at least two weeks apart to show they have practiced over a period of time. When a fact is tested in school, the teacher will either put a sticker on the 'star' on the front cover or date the completed fact to show your child has been tested and has been successful. **This can only be done in school!**



<b>Addition &amp; Subtraction / Doubles &amp; Halves Facts</b>	<b>Further explanation / Ideas of how to practise</b>
	<p>Children in KS1 need to have secure understanding of the value of number, and need to be able to create numbers in different ways. These facts need to be recalled quickly.</p>
<p>Number bonds.</p>	<p>Number bonds – two numbers that add together to make a whole. e.g. <math>5 = 1 + 4</math> or <math>3 + 2</math></p> <p>Play games matching pairs with playing of numbers together to make a bond (ie. 5 and 2 to make 7); roll a dice and say the other number (the complement) to make the bond. Use pegs and a coat hanger to create the number bonds Create a rainbow of the 'bonds'</p>
<p>Subtraction facts</p>	<p>Subtraction facts for number bonds – the reversal, e.g. <math>5 - 2 = 3</math>, <math>5 - 1 = 4</math></p> <p>Play 'Kims' game with number bonds – needs to be quick!</p>
<p>Doubles</p>	<p>Doubles – by the end of Year 2 children need to be able to mentally double numbers to 20, e.g. double 4 = 8, double 16 = 32</p> <p>Play games using playing cards or dice to double the number shown – needs to be quick</p>
<p>Halves</p>	<p>Halves – the reversal of doubles facts. They need to be able to mentally half <b>even</b> numbers, e.g. <math>\frac{1}{2}</math> of 14 = 7</p> <p>Play games halving (even) numbers</p>

Recognising & Ordering Numbers	Further explanation / Ideas of how to practise
Recognise numerals 0-10	Notice numbers in the world around them (House numbers, buses, clocks etc) Have a number line displayed in a prominent place.
Subitise numbers to 5 (recognise quantities without counting)	Place handful of objects (up to 5), show playing cards, use dice for board games – can your child recognise how many there are without counting?
Order numerals 1-10	Order magnetic numbers on the fridge. Pictures of football shirts with numbers on back.

Counting	Further explanation / Ideas of how to practise
Count forwards in 1's to 10	Regular practice counting anything and everything! Sing counting songs (eg, 1,2,3,4,5, once I caught a fish alive!) How many marbles are in this jar? How many socks are in the laundry basket?
Count backwards in 1s from 10	Use storybooks – count the number of eyes you can see on the page / count the number of trees you can see on the page  Counting backwards is just as important as counting forwards!

Measure	Further explanation / Ideas of how to practise
Know the days of the week (in order).	Talk about the days of the week. If today is Monday, what day is it tomorrow / what day was I yesterday?
Know my birthday.	Talk about the date, month and year of birth

One More / One Less	Further explanation / Ideas of how to practise
Say 1 more than a given number to 10	Here are seven beads in this pot. If I put one more in the pot how many would there be?
Say 1 less than a given number to 10	There are six apples in the fruit bowl. I am taking one out, so how many are left?
Compare quantities up to 10 / Recognise greater than/less than/ equal to	Use groups of objects such as toy cards, teddy bears – which are greater? Less?

